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1	X	X		x	

Develop a cashier/accounting program for a university cafeteria in C.

Details:

1. Initializing the Wallet:

- Begin by prompting the user to input the number of each banknote and coin they want to deposit into their account.
 - Ask sequentially for each type of banknote and coin (e.g., "How many 200TL notes?", "How many 100TL notes?", "How many 10 kuruş coins?", etc.).
- Calculate the total amount of money the user has deposited and display it as a decimal number (e.g., 250.60TL).

2. Meal Deduction:

- Prompt the user to input the number of days they had meals.
- Multiply this number with the daily meal cost to find the total meal cost.
- Deduct this amount from the user's balance. **Ensure that you use the compound assignment operator (-=) for this deduction.**

3. Constants and Variables:

- You must define the **daily meal cost as a constant in your program**. This value should be equal to the actual daily meal cost of your IKCU's cafeteria.

Submission Guidelines:

- Ensure your code is neatly formatted and commented where necessary.
- Ensure the user prompts are clear and understandable.
- Submit your code file by Nov 1st.

Note: This assignment aims to familiarize you with user input, arithmetic operations, constants, and compound assignment operators in C. Take your time to understand each requirement and reach out if you have questions.